

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



### EVERYONE

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THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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## GETTING STARTED

### Controls



### The game

Clear all the bubbles on screen and move onto the next level!

Your goal is to aim and launch your bubbles at simarlarly colored bubbles. When 3 or more bubbles are joined together, they will all pop!

If you fail to pop all the bubbles, they gradually build up and as soon as the bubbles build up past the deadline, your game will be over. Also, depending on the number of bubbles fired, the ceiling will gradually lower, pushing the remaining bubbles closer and closer to the deadline.

## LANGUAGE SELECT



Select the language you want with the Control Pad. The selected language is highlighted. To validate your choice, press the A Button.

## MAIN MENU

Play alone or with a friend: select your choice on the main menu.

### Choose your mode

**Training mode:** Learn the basic skills of Super Bust-A-Move, before taking on the

game or a live opponent. This mode uses a visual aid to show you the path of the bubble before you launch it. Practice your bubble

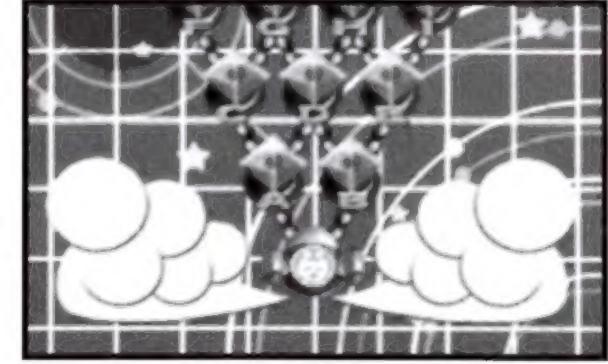
bustin' skillz through five rounds.

Normal mode: Every level is different with an

increasing level of difficulty with different challenges to overcome.

Classic mode: Play the levels from previous Bust-

A-Move games



**Note:** In Normal and Classic game modes, a tree diagram appears. Each offers different challenges. Choose the path you wish to take through the game. You must clear five rounds in each section of the tree before advancing to the next branch point.

### 1 player Puzzle Møde



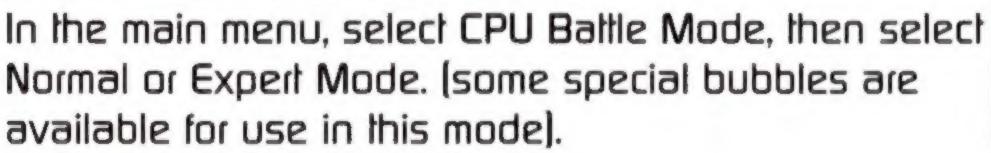
Clear all the bubbles in each screen: Aim carefully with your bubble launcher and start bustin' some bubbles.

In the main menu, select the 1 Player Mode and follow the on screen instructions.

### CPU Battle Mode



Compete directly against a computer opponent.





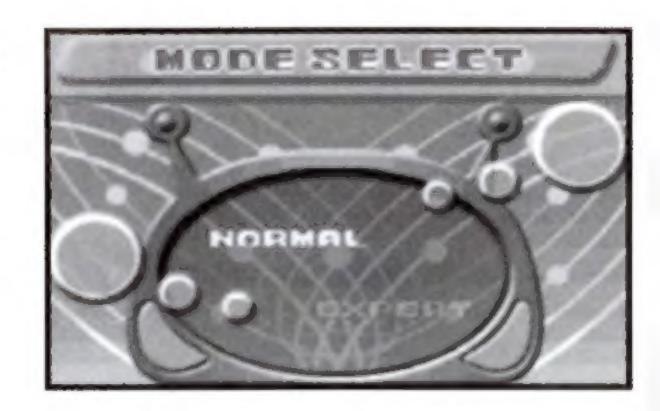
### 2 Player Battle Møde

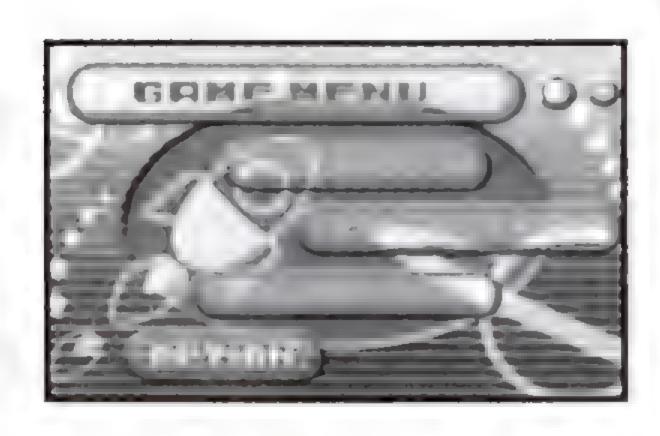


Link up...and challenge a friend!

From the main menu, choose 2 Player Battle Mode. Then, select Normal or Expert Mode.

First to win 3 rounds is the winner. You can change the amount of rounds from 1,2, or 5 rounds in the Option Mode.





### Option Mode

Select Option Mode from the Main Menu screen.

In the Option Mode you can adjust various set-

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lings:

### Game sellings:

Match point: You can adjust the match point for

2 Player and CPU Baltle modes to 1,3, 5, or 7.

Guideline: You can turn the guideline on or off.

Score Ranking: View the high score rankings from the IP Puzzle Mode.

Battle Results: View your win loss records for each character from 2P Battle and

CPU Baltle Mode games you have played.

Caution: when the power is switched off, all records will be lost!

### Choose your character

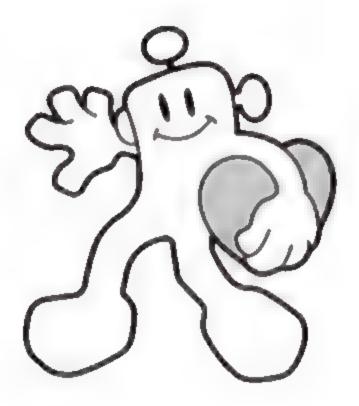


In CPU Battle and 2P Battle you can choose to play as 1 of 8 characters each has his/her own unique attack pattern. From the player select screen use the Control Pad to highlight the character you wish to play and hit the A Button to select your character.

Mog



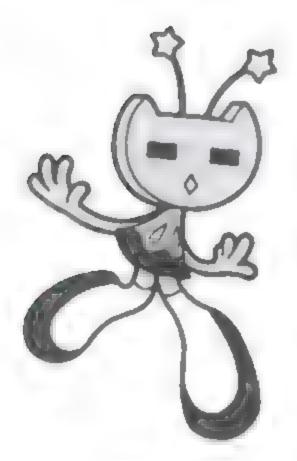
Catch



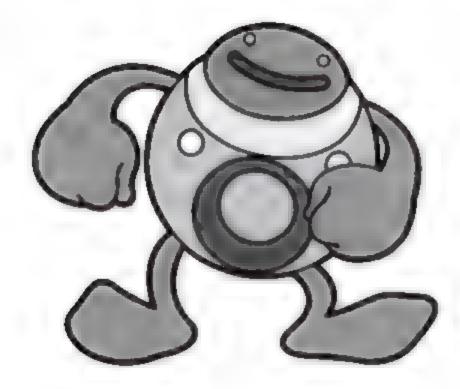
Mr. @



Pinky



Pukadon



Wolo



Tom and Yam



Miss T



## BUBBLES

Normal bubbles: When three or more bubbles of the same color are joined

together, they pop.

Mini bubbles: Smaller than normal bubbles, these bubbles can pass through

spaces where a normal bubble cannot. When a mini bubble lands on another bubble, it increases in size and becomes a

normal bubble.

Star bubbles: Firing a Star Bubble makes all similar colored bubbles pop. For

instance, if a red bubble is shot at the star bubble, all onscreen

red bubbles will pop.

Giant bubbles: Seven limes the size of a normal bubble. Giant bubbles pop in

the same way as normal bubbles but they also turn all other

giant bubbles into normal ones.

Rainbow bubbles: If you burst a bubble connected to a Rainbow bubble, all

similar colored bubbles will pop.

Metal bubbles: Metal Bubbles cannot stick to other bubbles. If a Metal bubble

hils a step point, it will be destroyed.

## BLOCKS

Reflection block: Bubbles cannot stick to Reflection Blocks, they will bounce off.

Fulcrum black: When all the bubbles surrounding a Fulcrum Block are gone,

the block will vanish.

**Obstruction block:** These blocks obstruct the direct path to a bubble. You may

need to bounce your bubble off a wall or two in order to get

around them.

Dampa block: Hitting these blocks with a bubble will move the launcher in the

direction indicated. This may give you better positioning and

allow for an easier shot at the bubble you are trying to larget.

# NOTE5

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2000 Aerial Center Pkwy Ste. 110, Morrisville, NC. 27560

Phone: 919-460-9778 Hours: 9am - 9pm (EST), M-F

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